

4. (Original) A display unit as set forth in claim 2, wherein the tone number of the G component after color reduction is from about two to about 20 times the tone number of the B component.

5. (Original) A display unit as set forth in claim 1, wherein:

the tone numbers after color reduction are R component : G component : B component = 2:4:1.

6. (Original) A display unit as set forth in claim 2, wherein:

the tone numbers after color reduction are R component : G component : B component = 2:4:1.

7. (Original) A display unit as set forth in claim 1, wherein:

the tone numbers after color reduction are R component = 16, G component = 32, and B component = 8.

8. (Original) A display unit as set forth in claim 2, wherein:

the tone numbers after color reduction are R component = 16, G component = 32, and B component = 8.

accessing bit conversion data stored in a one-dimensional bit conversion table that includes 2^N conversion data, wherein N is the number of reduced bits;

bit-incrementing said color-reduced display data by a tone correction means referencing the bit conversion data;

driving a display device using data derived from said color-reduced display data stored in said frame memory; and

the step of color-reducing setting a tone number of each RGB component after color reduction as G component > R component > B component.

11. (Currently Amended) A display method comprising the steps of:

receiving input display data;

color-reducing each RGB component of said display data by means of pseudo-tone processing to produce color-reduced display data;

storing said color-reduced display data in a frame memory;

accessing bit conversion data stored in a one-dimensional bit conversion table that includes 2^N conversion data, wherein N is the number of reduced bits;

bit-incrementing said color-reduced display data by a tone correction means referencing the bit conversion data;

driving a display device using data derived from said color-reduced display data stored in said frame memory; and

the step of color-reducing includes setting tone number to reflect a contribution of each RGB component to brightness.

12. (Original) A display method as set forth in claim 10, wherein:

said tone number of said G component after color reduction is from about 2 to about 20 times said tone number of the B component.

13. (Original) A display method as set forth in claim 11, wherein:

said tone number of said G component after color reduction is from about 2 to about 20 times said tone number of the B component.

14. (Original) A display method as set forth in claim 10, wherein:

said tone numbers after color reduction are R component : G component: B component = 2:4:1.

15. (Original) A display method as set forth in claim 11, wherein:

said tone numbers after color reduction are R component : G component: B component = 2:4:1.

16. (Original) A display method as set forth in claim 10, wherein:

said tone numbers after color reduction are R component = 16, G component = 32, and B component = 8.

17. (Original) A display method as set forth in claim 11, wherein:

said tone numbers after color reduction are R component = 16, G component = 32, and B component = 8.

18. (Currently Amended) A display method comprising the steps of:

receiving input of display data;

color-reducing each RGB component of said display data by means of pseudo-tone processing to produce color-reduced display data;

storing said color-reduced display data in a frame memory;

bit-incrementing said display data after the step of color-reducing stored in the frame memory to produce bit-incremented display data;

performing the bit-incrementing step in a tone correction means located downstream from the frame memory; and

driving a display device with said bit-incremented display data;

wherein the tone correction means references at least one one-dimensional bit conversion table that includes 2^N conversion data, wherein N is the number of reduced bits.

bit-incrementing the color-reduced display data in a tone correction means located downstream from the frame memory;

wherein the tone correction means references at least one bit conversion table.